

CLAIMS

1-10. (cancelled)

11. (currently amended) [The] A method [of Claim 10] for synchronizing delivery of an interactive application to one or more users of wireless access devices over a wireless communications network [further comprising] including a game server, comprising the steps of:

initiating a connection between the wireless access device and the game server over the wireless communications network;

synchronizing the each of the wireless access device(s), wherein synchronizing each of the wireless devices further comprises the step of supplying state information to a synchronization check timer that cooperates with a game timer to determine the interval(s) at which the network synchronizes the access devices;

synchronizing the game server;

facilitating access to the interactive application by the user(s);

activating the interactive application;

when said game timer equals said synchronization timer, requesting state

information from all users relative to game information and testing whether there are any differences in the state of play between users;

if no differences between state of play are detected, delivering the users back to the interactive application; and

if differences in state of play are detected, determining and transmitting state

adjustments to the affected one or more user access device(s) to synchronize all state machines.